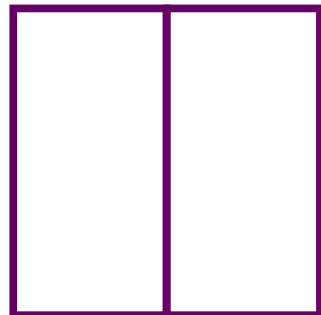
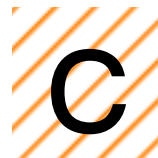
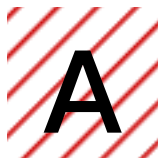


GPU Time Memory

GPU



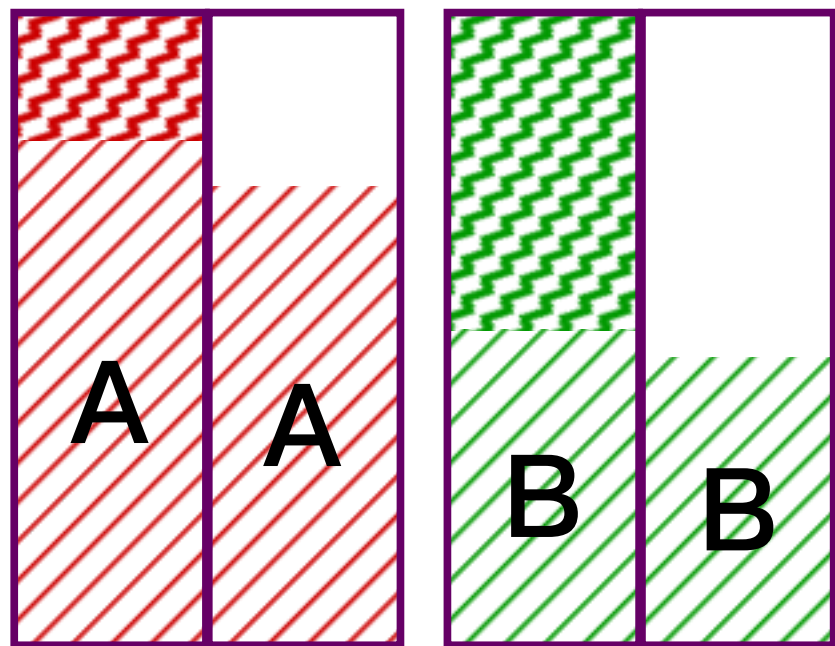
Jobs



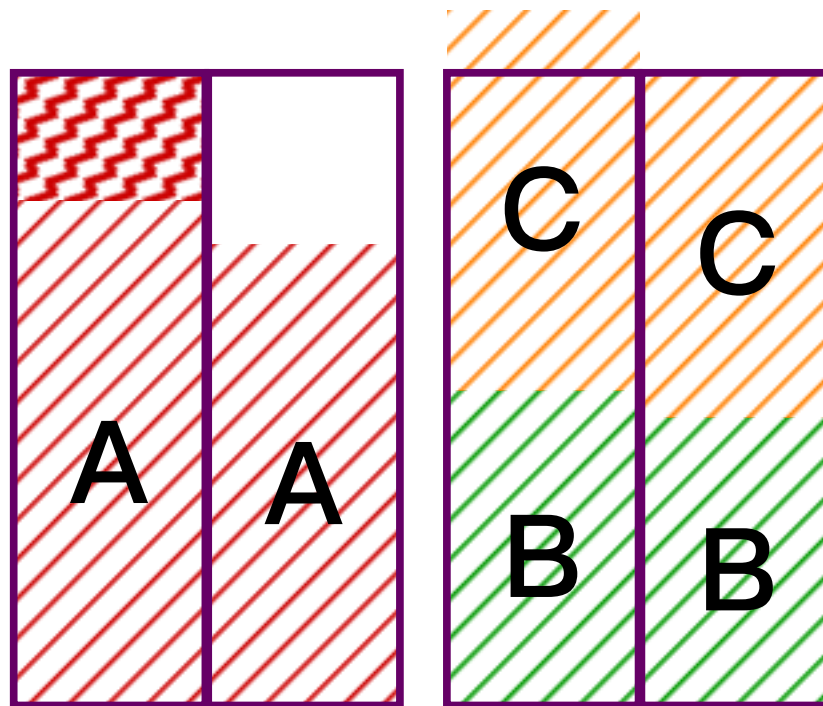
Job Required
Resource



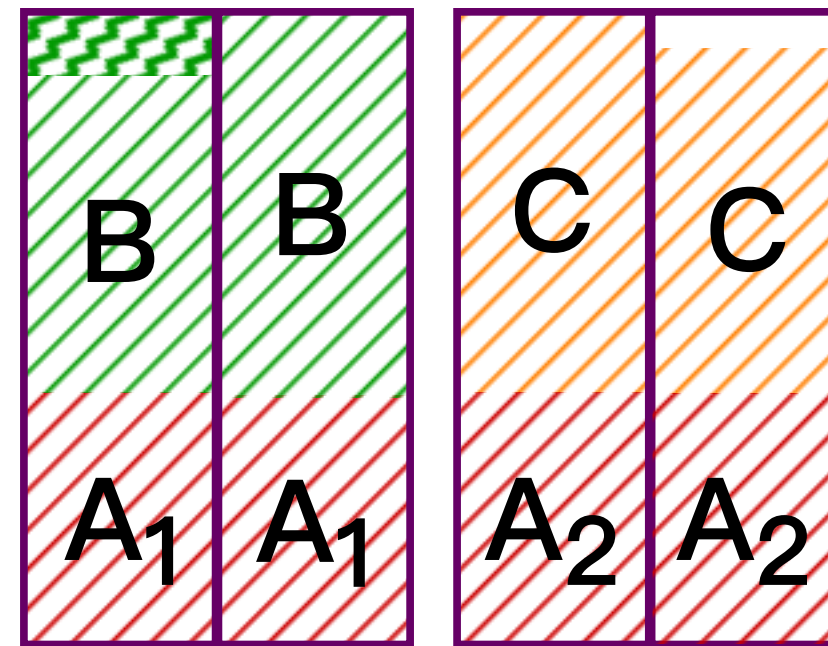
Over-supplied
Resource



(1) GPU Monopoly Approaches



(2) GPU Sharing Approaches



(3) Ideal Situation